

The Simmerilli

Dedicated to promoting and humanizing the game of Diplomacy

VOLUME I NUMBER 9

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Subs are 8/\$1. There are no game opening here nor will there be any for quite some time.

I think that everyone has managed to catch my address change. The reason for the change is that my mail gets to my house around 3:00 in the afternoon. I find that I have the most time in the mornings to handle the mail, so I got the box, where I can pick up my mail in the morning.

I didn't get too many responses to my contest last issue. Not that I expected to many. After all, you didn't really think that I would give up my hard bound copies of Tolkien did you. If you are curious I shall tell you what the numbers were. If you're not curious then skip the rest of this paragraph. The first number was the zip code, 2nd-phone number, 3rd-social security number, 4th-draft card number, 5th-company man number, 6th-company region and division number, 7th-securities license number, 8th-life insurance license number.

The Dipcon is rolling along soon. They've just added another feature to the show, a His and Hers special. For \$25 you get a full three days player registration for both of you, two tickets for the dinner on Sunday, and for her a dinner Sat night at one of Chicago's better dining spots plus going to a show. It sounds like a nice deal. If you want it, you must get your money in by June 7th. If you've already sent in you registration fee and wish to take advantage of this offer, just send in the difference. Tickets to the dinner on Sun are \$6, again you must have your money in by June 7.

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THE HOME FRONT

Well once again the Post Office has struck. Some people didn't receive their magazine until the day of the deadline, while some people got theirs in plenty of time. You figure it out, I can't. I have decided to go to a four week deadline. Probably it will be used with a short winter deadline with winter builds going out by post card. After the first couple of years, winter is not as involved so I figure that it shouldn't cause any problems. This system will in fact be faster than the normal three week deadline, and still allow for interaction between the players. Anyone having any serious disagreements with this, let me know.

Several people didn't get their moves in this turn, and I'm pretty sure that it was because of the post office, yet no one bothered to drop me a line. I'll again repeat what I said before. If you haven't seen SIIMARILLI by two weeks after the deadline drop me a card. This protects you from missing any season because of the post office. If I don't hear from you, then I can't help it if you miss a move. I held up two games this time, just because over half the people in the games missed their moves. This will be the first and last time I will do this. I don't particularly like to hold up games, I know what its like for the other players. If I know that there is a problem when I will hold up the game. One game 72FH, Gerald Huang has not been able to get a copy of SIIMARILLI for the last month and a half, but he has let me know, so I can try and get things going.

I just realized that I forgot the address for the Game Show, it's The International Game Show, 205 West Wacker, Chicago, Ill, 60606. Speaking of the game show, if there is anyway you can make it there, do. I know that it will be worth while.

*

There'll also be a convention July 15 in Detroit sponsored by MOW and Interest Group Highland Park. They'll be there from all over Michigan and the neighboring states, plus Canada. I know that there will be a lot to do, plus some good door prizes. For more info contact Paul Wood, 24613 Harmon Ct, St. Claire Shores, MI, 48080.

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There will also be a convention in Canada from July 13-15. It will be held in Pickering, Ontario, which is just east of Toronto. For more info about that contact John Leeder, Box 1606, Huntsville, Ontario, POA 1K0.

*

Finally on the East Coast, it's East Con III held July 7 and 8. It will be at the Hotel McAlpin in New York City. Its held by Spartan International, and you can contact them at 4121 Long Beach Blvd, Long Beach, Ca, 90807.

*

On the MEIV maps that I printed off, I think that I've said the bottom province is Harfalas, but I didn't said that it can be reached by both The Western Sea and the Bay of Belfalas.

*

Finally for those of you in 72AO, Fred Winter's address for the rest of the summer is P. O. Box 604, Madison, Wis, 53701.

THE GAMES

The deadline for all games is June 8, 1973, 12:00 noon CST

1972AO

At the last minute I received a note from Eric Verheiden saying that he had not received the last issue, so the deadline for Winter 03 is changed to June 8, 1973. See page 2 for Fred's address

1972EI Winter 02

Austria(Glidden): NMR A Ukr disbanded	Change of Address:
England(Kutta): stands pat	Art Schleinkofer
France(Haehnel): stands pat	3108 E St
Germany(Walker): B A Mun, B A Ber, B F Kie	Phila, Pa
Italy(Schleinkofer): B F Nap	19134
Russia(Carlson): retreat A War-Liv, remove F StP(no)	
Turkey(Dick): B F Smy	

current status:

Austria: A GAL, A ~~WAR~~ A BUD, A SER F ALB
 England: F NWG, F NTH, F ENG
 France: A GAS, A PAR, A POR, F MAO, F PIC
 Germany: A WAR, F SWE, A BUR, A BEL, A RUH, A MUN, A BER, F KIE
 Italy: F ION, A TUN, A VEN, F NAP
 Russia: A LIV, A FIN, A RUM, F SEV
 Turkey: F GRE, F SMY, F AEG, A BUL, A CON

The deadline for Spring 03 is June 8, 1973.

Press

MOSCOW: In a surprise move today, Csar Carson abdicated his throne in favor of the infamous "dove party" in the state. Ex-Csar Carson was immediately sent to Siberia after being tried for gross incompetence.

SIBERIA: After an interview with Ex-Csar Carson, this reporter quotes the Ex-Csar as saying "I abolished the fleet in the old imperial capital to give the English a chance to recover and to enable the forces of Russia to deal as much damage to the Hun as possible."

1972ES Winter 02

Austria(Lancaster): R F Alb	Change of Address:
England(McKeon): B F Ed1	Rick Stuart
France(Chin): Stands pat	6760 Michael Dr
Germany(Lind): B A Kie	Cincinnati, Ohio
Italy(Stuart): B F Nap	45243
Russia(Fleming): Stands pat	
Turkey(DePrisco): Stands pat	

current status:

Austria: A TYR, A BUD, A GRE,
 England: F NTH, F DEN, F NWG, A NWY, F EDI
 France: F POR, F PIC, A BUR, A PAR, A BOH
 Germany: A BER, A MUN, A RUH, A KIE, F HOL

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Italy: A TRI, A VEN, F ION, F TYR, F NAP
Russia: A STP, F SWE, A GAL, A UKR, F SEV
TURKEY: A RUM, A BUL, F ELA, F AEG, F CON

The deadline for Spring 03 moves is June 8, 1973.

Press

ROME IMPERITOR DISPATCH: Following the incorporation of the Tyrolia and Austrian provinces to Italia, the government today asked support for the liberation of the Southern province of Montenegro as well. Further Russian support was pledged unanimously and to Austria- "It's later than you think."

ITALIA GRENDIER: Personal note to the Kaiser, "My apologies for my indiscretion."

1972ES Fall.02

First Austria had to retreat F Gre-Alb last season.

Austria(Truman): A ser-Tri, F Alb S A ser-Tri, A boh-Tyr, A Vie S A boh-Vie
England(Facer): A yor-Wal, F Nth-Ion, F Nwg-nwy, F Nwy-StP(no)/r/

Ska, Bar, OTB

France(Metclaf): A mar-Spa, A bur-Bel, F Eng-Ion

Germany(Moriarty): A Hol H, A Mun H, A ber-Swe, F Kie S A ber-Swe/NSU/
F Bal C A ber-Swe, F Den H

Italy(Fultz): A Tyr-vie/r/, A Tri S A Tyr-vie/r/, F Ion-aeg/r/

Russia(Novak): F swe-Nwy, F StP(no) S F swe-Nwy, A Bud S Tur A bul-Ser,
A Rum S A Bud, A war-Iiv, A ukr-Mos, F Ela Flies-Bal/imp/

Turkey(Jarvis): F eas-Ion, F Aeg S F eas-Ion, A bul-Ser, A Gre S A bul-Ser

Supply Centers for Winter 02

Austria: VIE, TRI, ~~SEA~~, ~~SEA~~ -2

England: HOME, ~~NWY~~ -1

France: HOME, BEL, SPA +2

Germany: HOME, DEN, HOL, SWE +1

Italy: HOME, TUN, +1

Russia: HOME, RUM, BUD, ~~SEA~~, NWY 0

Turkey: HOME, BUL, SER +1

The deadline for Winter 02 is June 8, 1973

Press

VIENNA: My apologies to Italy, but what choice did I have?

BERLIN: A special committee has been named, its job will be to raise funds to support the new Berlin Aqua-land. The biggest contributor so far is the German government. It contributed several million marks and a pair of priceless Loc Ness monsters. The Nessies were given to the government by a Netherlander who caught them while fishing in the channel. Seeing as the pair is of opposite sexes, it is hoped to eventually have them mate.

MUNICH: Kaiser Jozua III was asked at a press conference whether he thought or not that the Czar of Russia should have the Nessie he has requested. He replied that the government would be glad to deliver as many as it can to St. Petersburg. Delivery is dependent on the rate of reproduction of the Nessies now held in the Berlin Aqua-land.

SETP 4, 1902: Faced by invasion the Czar has ordered all construction to be stoped on the new hall of Ancient History, and all materials to be used on the new coastal defence projects. However when the "king of Austria" is captured, the Czar plans to put him to work on the Imperial sewage farm, as the so-called king seems to have an excellant knowledge of that subject. Hence he should feel at home.

ST PETE, OCT 1902: HELP!!!

Black Sea, Oct 1902: In an effort to save the North Coast from the ravages of the foe, the Balok Sea Fleet will be flown to the Baltic to make a parachute jump into the sea. The Czar will help get the fleet off the ground by making one of his famous speechs thus supplying the needed hot air for the balloons for the trip.

1972EV Winter 02

Austria(Cooper): NMR, F Gre & A Gal disbanded
 England(Lowrance): B A Lon
 France(Lanham): Stands Pat
 Germany(Keller): B A Kie
 Italy(Prasse): B FNap
 Russia(Nichol): NMR A Rum & F Swe disbanded
 Turkey(Davies): B A Con

Change of Address:
 Eric Prasse
 P. O. Box 1365
 Rockville, MD
 20850

current Status:

Austria: A RUM, A HUD, A SER
 England: F NWG, F SKA, F NTH, F MAO, A SWE, A LON
 France: F ENG, A PAR, F LYO, A MAR, A SPA
 Germany: F DEN, F BAL, F BER, A MUN, A VIE, A KIE
 Italy: A TRI, A VEN, F ADR, F ION, F NAP
 Russia: F STP(no), A PRU, A WAR, F SEV
 Turkey: A GRE, A BUL, F AEG, F EAS, A CON

The deadline for Spring 03 is June 8, 1973. If anyone wishes to sent in moves for Austria or Russia, the first person to do so will be used. I don't think that either one of the players will be dropping out.

Press

VATICAN CITY: The pope released a statement today apologizing to the world for the great Italian military coup. (Known in some circles as "the flying fleet".) In his words, "A Demon made us do it." (Fisbin)

LONDON: EXCOMMUNICATE! You whore-mongering lackey of the decadent imperialists. I won't stand for such unwarranted interference in the internal affairs of the English. If this dastardly act is not lifted immediately I assure you that the Enghlah armed forces will make their next communion and confessional in the Basilica.

BLOOMINGGULTCH: This is the first time I've ever heard the English call someone else "decadent imperialists."

STOCKHOLM: The English Prime Minister, Lord Bulachita, announced the evacuation of Brest. As per previous agreement, the freedom-loving French are cordially invited to re-occupy the port city. The Germans were thanked for their recent assistance. The Russians were told to shove it.

1972FH

For some ungodly reason there have been no SILM ARILLIs getting through to Gerald Huang for about the last month and a half. He still has not received #7 nor #8 nor the extra #7 I sent. I'll keep on trying, but unfortunately the game will have to be delayed. I wish there was something I could do besides keep sending them to Gerald. I know that the players are probably not to happy, and hopefully we'll get it going. The deadline for Spring 02 is June 8, and I still have orders for everyone but Gerald.

1973U

I don't know what happened to you people. No one has sent me anything saying that they haven't received their copy of #8 but four people haven't sent in their orders. I can't decide whether to be nice to the people who have managed to send in their orders or be nice to the people who didn't. I suppose that it would really mess the game up if four people missed. So I'll delay the game. Although this will be the last time. Deadline fore Winter 01 will be June 8, 1973.

1973Et

The same thing happened to this game as to 73U, so I think that the dear post office has hit us again. But even so, no one told me that there had been any delay. But enough people missed to set the deadline back to June 8. See page 2 about MEIV map.

THE SECOND MEIV GAME

Presenting the starting field for the second MEIV game:

Agmar: Darrel Glidden, RR#1, Nashville, Ind, 47448
Arnor: Doug Dick, 9468 Beecher, Flushing, MI, 48433
Gombr: Adam Stephanide, 1365 E 60th, Chicago, Ill, 60637
Harad: Kim Peterson, 6048 Know Ave S, Minneapolis, Minn, 55419
Mordor: Rich Swies, 4829 S Leamington, Chicago, Ill, 60638
Rhovanion: Tom Durling, 387 Meadowbrook, North Wales, Pa, 19454

Deadline for Coire 00 press is June 8, 1973. Tom and Darrel owe me \$4, plus I better remember to send Tom the rules. See page 2 about map.

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BIOS

Tony Pandin: I am a 23 year old Diplomacy and wargame nut. Last year I graduated from Case Western Reserve University with a BS in Accounting. Currently I'm working for Bobbie Brooks, Inc. as a Financial Analyst and Statistician and playing six Diplomacy games. I started playing wargames 12 years ago and haven't quit since then. Any game is worth at least one playing session in my opinion.

Bill Schill: I am the hopeless age of 15. Go to an "open" high school. That's where they leave the working up to the kids. They don't. My hobbies are skiing, wargames girls and misspelling. I am a history freak. Whether fact or fiction, no matter, my favorite book is L. O. T. R. by J. R. R. Tolkien. Believe it or not I am intelligent so smile when you use those big words.

Dan Ryder. I'm 21 years old and presently am a freshman at the University of Texas Dental School in Houston. Diplomacy is a brand new game to me, as I've never played it before. A friend introduced it to me recently though and I'm anxious to get started. I enjoy golf, tennis, camping and generally anything having to do with the outdoors.

Bill Klitzke: Born November 15, 1952, raised in a variety of places around Wisconsin including a big city (Milwaukee), a farm, a small town (pop 1200) and a small city (50,000). My family moves around a lot. Presently I'm a junior at University of Wisconsin majoring in Accounting and minoring in Data Processing. Politically I average out to a miffle of the road. Until last summer my only hobby was chess and science fiction, then one day I noticed an add for S&T and I added wargaming and Diplomacy to the list. Since then I've spent more money than I care to think about on games, subscriptions, and game fees.

Dennis Nagle: My name, for which I take neither credit or blame, is Dennis Patrick Nagle, and I was born (so my mother delights in telling me) on a very cold, wet, and miserable November 1 Anno Domino 1951. My family moved often; one time it took me almost a week to find them again. I spent a rather normal Indiana childhood, climbing trees, stepping in cow-pies, being yelled at, and generally doing all the normal things they always tell children not to do.

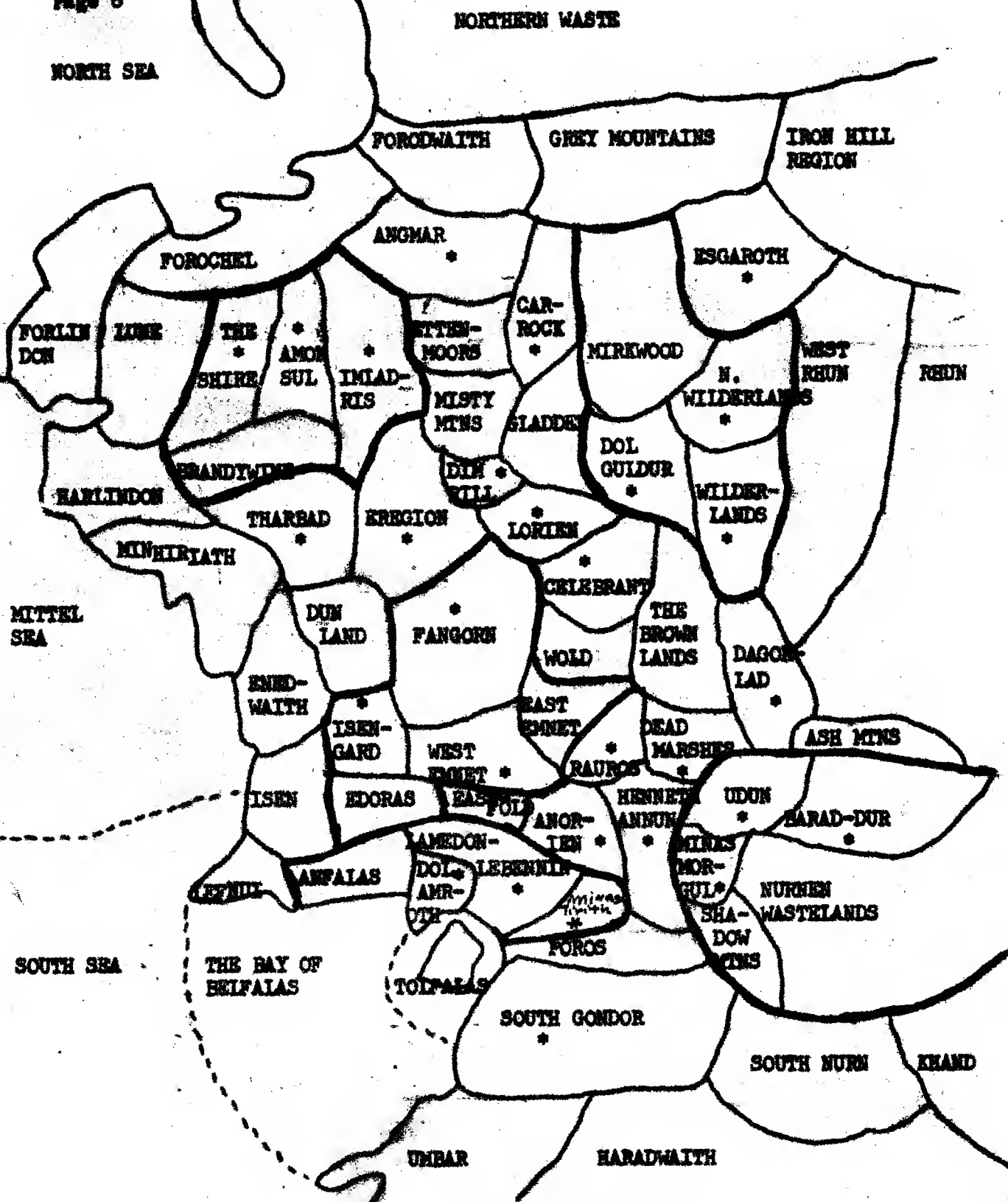
At the tender age of twelve I finally found a permanent home (more or less) with my family in Elkhart, Indiana, which is still listed on my income tax reports as my permanent address. At age fifteen I attended for two years a Roman Catholic high school where all the students were mischievous, following which I transferred to a public school where all the students were simple killers. During this, my high school period, I acquired a passion for sailing and the seas which has never left me, though opportunities for taking a tiller in hand are few and far between. Also during this time I joined an Explorer Post whose drill team has since acquired a modest reputation in Scouting circles as one hell of a good outfit (a reputation to which I contributed in my own small way).

Upon graduating from Elkhart High, I entered Marquette University, Milwaukee's answer to the Sorbonne. That was in 1969, and except for a one-year interlude as a director/guitar player for a folk-mass group, I've been at this Athens of the Midwest ever since. I am a junior, aged 21, majoring in History and How-to-make-a-buck. I play cards, chess, the guitar, and the stock market when I have the money. I have brown hair, blue eyes, ten fingers, and two brothers in the Navy at whose mention my father looks resigned.

Dan Gallagher: I am presently being held captive in the service of Uncle Sam, and will not escape into the real world until September of this year. Game wise, I'm a member of USCF and have been involved in a large number of A-H games, especially origins. Diplomacy wise, I am an absolute raw newcomer as far as postal games go, though I have played over the board (and have the knife wounds to prove it).

Art Haehnel: I'm 18 years old, and a senior in high school. I work part-time for the Chicago Public Library. I started playing A-H games four years ago, but only heard of Diplomacy when DIPCON was held in Chicago. War games and girls are my only hobbies, and right now the only ones I want.

NORTH SEA



MIDDLE EARTH DIPLOMACY II
MAP BY DON MILLER

MIDDLE EARTH DIPLOMACY II

Don Miller

(These rules come to me from Lew Pulsipher, who printed them in SUPERNOVA 7. They are originally from DIPLOMANIA 4 by Don Miller.)

All rules of Diplomacy will be used except as follows.

1. All pieces on the board at the start of the game will be armies.
2. Home supply centers are: Arnor--Amon Sul, Imladris, The Shire; Gondor--Dol Amroth, Lamedon--Lebennin, Minas Tirith; Mordor--Barad-Dur, Minas Morgul, Udun; Rhovanion--Dol Guldur, Northern Wilderlands, Wilderlands; Rohan--Fangorn, Isengard, West Emnet.
3. Any army which is resting at any point in the game in a coastal province may be turned into a fleet by announcing, during a Spring or Fall turn, in lieu of a move by said army, "(name of province in which army rests) builds fleet." The player then exchanges the army for a fleet.
4. Any fleet which is resting at any point in the game in a coastal province may be turned back into an army by announcing, during a Summer or Winter turn, (name of province in which fleet rests) Scuttle fleet."
5. Fleets may not convoy armies.
6. Tolfalas counts as both a "sea" province and a "land" province. e.g., an army may move directly from Minas Tirith to Tolfalas, or a fleet may move from Tolfalas to Minas Tirith.
7. Fleets may move from coastal province to adjoining sea province, from sea province to adjoining sea province, from sea province to adjoining coastal province, or from coastal province to adjoining coastal province. They may support in the same manner.
8. To achieve victory, a player must have 15 units on the board at the completion of a Winter season; it is not enough to merely own 15 supply centers.

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When one of the two MEIV games now being played in SILMARILLI is finished, I'll start a game of MEII. I would have made the second game one of MEII but one of the players had already taken one of the Middle Earth wall posters and made a map out of it.

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Several people have asked where they can get different rules for Middle Earth game. What follows is the ones which I have located and where you can get them.

Middle Earth II: Look above

Middle Earth IV: From me in SILMARILLI #4 for 20¢ or from Lew Pulsipher, 423 N Main, Bellevue, MI, 49224.

Mordor vs the World I: Don Miller, 12315 Judson Rd, Wheaton, Md, 20906, 25¢

Mordor vs the World II: Don Miller, 25¢

Mordor vs the World III: Lew Pulsipher, 20¢

Mordor vs the World IV: Don Miller 75¢

Lord of the Rings Diplomacy: Stan Wrobel, 7 Polnad Village Blvd, Poland, Oh, 44514. I don't know if Stan still has copies or not.

Third Age: From me, I'll have to xerox them so it will be 25¢.

I plan on eventually printing all of the above in here so unless you are in a tremendous hurry, I'd just wait and get them free.

STATISTICS OF MIDDLE EARTH IV

I would like to thank Kim Peterson who sent me the values he had worked out on the provinces. From there I added the values for Mobility and grouped the provinces. This is just a very simple analysis of the spaces. First it doesn't take into consideration the true value of the sea provinces, the fact that you can move a unit from Forodwaith to Umbar in three seasons. Second it doesn't go into the depth that Charles Reinsel goes into with his series of articles on the regular Diplomacy board.

Value is defined as one unit for each supply center a space touches, plus one unit if the space is itself a supply center. This definition has its faults. According to it, the Western Sea is the least valuable space, but the tremendous convoying power of a fleet in the Sea is not taken into account, nor the fact that it borders six coastal provinces and three smaller bodies of water. The only other province bordering on nine other spaces is Eryn Mui, and, since six of these are supply centers, this is the most valuable space, according to the above definition.

The above was from Kim. Because the definition of value has those faults, I added the mobility factor so that we get two values for each province. I then took each country and found the values for the country as a whole. Each country consisting of its three home provinces.

	<u>Value</u>	<u>Mobility</u>		<u>Value</u>	<u>Mobility</u>
<u>Arnor</u>	2	9	<u>Angmar</u>	2	10
<u>Shire</u>	4	4	<u>Carn Dum</u>	2	3
<u>Arthedain</u>	4	6	<u>Rhudaur</u>	4	7
<u>Cardan</u>	4	7	<u>Gundabad</u>	4	7
<u>Rhovanion</u>	3	9	<u>Mordor</u>	2	6
<u>Mirkwood</u>	5	7	<u>Udun</u>	4	5
<u>Wilderlands</u>	4	6	<u>Gorgoroth</u>	4	5
<u>Esgaroth</u>	4	5	<u>Barad-Dur</u>	4	5
<u>Gondor</u>	2	8	<u>Harad</u>	2	5
<u>Anorien</u>	4	6	<u>Near Harad</u>	5	5
<u>Belfalas</u>	3	4	<u>Umbar</u>	3	3
<u>Lebennin</u>	4	5	<u>Far Harad</u>	3	3
<u>Non-supply Neutral Provinces</u>					
<u>Anfalas</u>	1	3	<u>Forodwaith</u>	3	6
<u>Calenardhon</u>	3	7	<u>Gladden</u>	5	8
<u>Carrock</u>	4	5	<u>Grey Mountains</u>	4	6
<u>Celebrant</u>	3	5	<u>Harlindon</u>	3	4
<u>Dagorland</u>	4	5	<u>Harfalas</u>	2	2
<u>Eryn Mui</u>	6	9	<u>Iron Hills</u>	3	4
<u>Enedwaith</u>	2	6	<u>Minhiriath</u>	1	4
<u>Ephel Duath</u>	5	7	<u>Nurn</u>	3	4
<u>Eregion</u>	5	8	<u>S. Ithilien</u>	4	5
<u>Ettenmoors</u>	3	5	<u>Weather Hills</u>	3	5
<u>Forlindon</u>	2	2			

Neutral Supply Centers

Dol Guldur	3	5	Lorien	4	7
Fangorn	2	4	Moria	2	3
Grey Havens	3	4	N. Mirkwood	4	5
Imlandris	2	3	Rhun	3	5
Ithilien	4	6	Harondar	3	5
Khand	2	3			
<u>Water Provinces</u>					
Bay of Belfalas	4	8	Tolfalas	3	4
Bay of Forochel	1	4	Western Sea	0	10
Gulf of Lune	1	4			

One thing to note, for the countries as a whole, value meant the number of supply centers that could be reached in one season. Starting within the next two issues, I'll take the statistics and add them to the alliance structure that fits the game, and go through the countries one by one. I want to thank Kim for his initial work on this which led me to start playing with the figures.

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Realizing that some people get totally turned off by articles like the above, I'd like to reprint an article from HA#106 which should balance things out. So without further ado, here's

REAL STATISTICS OF THE POSTAL DIPLOMACY GAME BOARD: PART I

by Conrad F. von Metzke

The Diplomacy game board measures 19 x 26 inches, which is 494 square inches. Of this total area, 450 square inches is playing surface and 44 square inches is margin. The margin is .5 inches wide except at the corners where it is .75 inches diagonal. In addition, the legend measures 4.25 x 3 inches or 12.75 square inches, and the depth gauge measures 3.75 x 2.25 inches, or 8.4375 square inches, leaving a final playing area of 428.8125 square inches not counting the little piece of St. Petersburg that creeps up into the margin. (In addition, 19 x .25 inches, or 4.75 square inches is the fold in the centre of the board, which is hard to use if you're a wooden block.)

The little army peices measure 11/16 x 8/16 x 8/16 inches, or an undetermined cubic area because I forgot how to multiply fractions. The fleet pieces, on the other hand measure an astonishing 20/16 x 4/16 x 3/16 inches, which is pretty asymmetrical compared to the armies, but which gives them a greater thrust value than the chunky army blocks.

In percentage terms, the game board is 93% colored and 7% black, with no white at all (although some of the ocean shallows come close). Of the black, 67% is words and 33% lines. Armies and fleets cannot move to words or lines, only to provinces, thus, there is an additional 7% deduction from effective usable board area. 7% of 428.8125 is thus 30.016875, leaving an adjusted total playing area of 398.795625 square inches. Jeppers.

Armies have a movement value of one. Fleets also have a movement value of one which may seem unfair considering the disparity in size, but fleets make up for it by a thrust value of 2.65 while armies have a thrust value of only 1.44609. This is determined from the formula: $T = \frac{\frac{1}{2}LW}{A^2} \times \frac{2(LWG)}{S}$

Thrust equals half length times width over area squared times two times the quantity of length times width times girth over "S", which is spaces to which the unit could move under the rules." After solving the equation

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add the five-point veterans preference and subtract the total from the number of times you expect to reread this article.

Words and lines have a movement value of 0. Thus, we see that armies and fleets are more powerful than words, which isn't the way the proverb goes, but just look at the statistics!

Provinces which border on the margin have an oblivion value of one, since armies and fleets moving into the margin are killed. Four provinces border on two sides of the margin and thus have an oblivion value of two. This, of course, is unimportant, since oblivion is not an objective in this game.

Coming soon: Real Statistics: Part II--The English Diplomacy Board, and Part III--The Conference Map

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A couple of issue ago I mentioned a book by James White called The Watch Below. The best part of the book centered around the idea of The Game. What happened was somepeople were trapped in the hull of a tanker during WWII. They were supposed to have had enough air and food to last them(although Andy Phillips mentioned that he doubted the figures and facts that were used to support that idea) for an indefinite period. After a while the people resign themselves to the fact that they will not be rescued, and begin to adapt themselves to their fact. They develop the Game as a means of keeping themselves, and especially their minds from stagnating. The Game revolves around the concept that you never forget anything you have read or learned at any time. It remains somewhere in your mind, you just have trouble bringing it out. Its an intriguing idea, which I've thought about. Just imagine if you could recall every book that you've ever read or anything that you've ever seen.

So what were you doing Sept 15, 1962, 11:30 E

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Larry,
I haven't received
my Xero #2.
Ch

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